

In the Claims:

1. (Currently amended) A method ~~by which a multimedia presentation editor hosted by a communication or computing terminal (10) having a display device (10a), interfaces with a user so as to allow the user to create or edit a presentation (20) including a slide (21) in turn including a plurality of objects (21-22a-e) for display in playing the presentation (20),~~ characterized by, comprising:

assembling in a first column a step (51) in which the a plurality of objects (23a-e) in each set of objects of the a slide (21) that are to be displayed successively one after the other when the a multimedia presentation (20) is played on a communication or computing terminal having a display device ~~are instead assembled by the editor one under another in respective columns (25a), and also assembling in a second column each any and all objects single object (22) of the slide (21) that are to be displayed in parallel with and side-by-side with any of the objects of the first column continuously on the slide (21) when the presentation (20) is played are also assembled by the editor in respective one object columns (25a), thereby providing a plurality of columns (25a-b), wherein at least one of the columns (25a) has a plurality of objects (23a-e); and~~

a step (52) in which the editor displays displaying at the same time each the first and second column (25a-b) side-by-side with each other column (25a-b) on the display device in the same horizontal arrangement as the objects will be displayed when the presentation is played, for editing by a user (10a);

~~the objects (22-23a-e) of the slide (21) thus forming on the display device (10a) when displayed by the editor one or more side by side vertical columns (25a-b) some of which may~~

~~include only a single object and some of which include more than one object, thereby providing that some parts of the slide (21) may remain fixed while the slide (21) is displayed in play mode and some parts will change.~~

2. (Currently amended) A method as in claim 1, wherein the multimedia presentation ~~(20)~~ is for communication as an ~~MMS~~ a multimedia message service message.

3. (Currently amended) A method as in claim 1, wherein a synchronized multimedia integration language SMIL ~~is used with the editor to prescribe how the multimedia presentation (20) is to be played, and the objects in the first column displayed for editing are the objects included in a sequential time container within a parallel time container of a code fragment according to the~~ synchronized multimedia integration language.

4. (Currently amended) A computer program product comprising: a computer readable storage structure embodying computer program code thereon for execution by a computer processor in a communication or computing terminal ~~(10)~~, with said computer program code characterized in that it includes instructions for performing the steps of the method of claim 1.

5. (Currently amended) ~~A communications or computing terminal (10) having a display device (10a) and including a multimedia presentation editor for creating or editing a presentation (20) including a slide (21) in turn including a plurality of objects (21 22a-c) for display in playing the presentation (20), characterized in that the editor comprises~~ An apparatus, comprising:

~~means (51) by which the objects (23a-e) in each set of objects of the slide (21) to be displayed successively one after the other when the presentation (20) is played are instead assembled by the editor one under another in respective columns (25a), and each single object (22) of the slide (21) to be displayed continuously on the slide (21) when the presentation (20) is played are also assembled by the editor in respective one object columns (25a), thereby providing a plurality of columns (25a-b), wherein at least one of the columns (25a) has a plurality of objects (23a-e) for assembling in a first column a plurality of objects of a slide that are to be displayed successively one after the other when a multimedia presentation is played on a communication or computing terminal having a display device, and also assembling in a second column any and all objects of the slide that are to be displayed in parallel with and side-by-side with any of the objects of the first column when the presentation is played; and~~

~~means (52) by which the editor displays at the same time each column (25a-b) side-by-side with each other column (25a-b) on the display device (10a) for displaying at the same time the first and second column side-by-side on the display device in the same horizontal arrangement as the objects will be displayed when the presentation is played for editing by a user;~~

~~the objects (22-23a-e) of the slide (21) thus forming on the display device (10a) when displayed by the editor one or more side-by-side vertical columns (25a-b) some of which may include only a single object and some of which include more than one object, thereby providing that some parts of the slide (21) may remain fixed while the slide (21) is displayed in play mode and some parts will change.~~

6. (Currently amended) ~~A communications or computing terminal (10)~~ An apparatus as in claim 5, wherein the multimedia presentation ~~(20)~~ is for communication as ~~an MMS~~ a multimedia message service message.

7. (Currently amended) ~~An apparatus A communications or computing terminal (10)~~ as in claim 5, wherein a synchronized multimedia integration language SMIL ~~is used with the editor~~ to prescribe how the multimedia presentation ~~(20)~~ is to be played, and the objects in the first column displayed for editing are the objects included in a sequential time container within a parallel time container of a code fragment according to the synchronized multimedia integration language.

8. (Currently amended) A telecommunications network including a plurality of telecommunications terminals ~~(10)~~ at least one of which includes an apparatus ~~is~~ according to claim 5.

9. (New) A method as in claim 1, wherein the second column includes only one object, which is to be displayed continuously when the presentation is played.

10. (New) An apparatus as in claim 5, wherein the second column includes only one object, which is to be displayed continuously when the presentation is played.

11. (New) An apparatus, comprising a processor configured via instructions stored on computer-readable media so as to:

assemble in a first column a plurality of objects of a slide that are to be displayed successively one after the other when a multimedia presentation is played on a communication or computing terminal having a display device, and also assembling

in a second column any and all objects of the slide that are to be displayed in parallel with and side-by-side with any of the objects of the first column when the presentation is played; and

display at the same time the first and second column side-by-side on the display device in the same horizontal arrangement as the objects will be displayed when the presentation is played for editing by a user.

12. (New) An apparatus as in claim 11, wherein the multimedia presentation is for communication as a multimedia message service message.

13. (New) An apparatus as in claim 11, wherein a synchronized multimedia integration language is used to prescribe how the multimedia presentation is to be played, and the objects in the first column displayed for editing are the objects included in a sequential time container within a parallel time container of a code fragment according to the synchronized multimedia integration language.

14. (New) A telecommunications network including a plurality of telecommunications terminals at least one of which includes an apparatus according to claim 11.

15. (New) An apparatus as in claim 11, wherein the second column includes only one object, which is to be displayed continuously when the presentation is played.